Naveen Nattam

Senior Gameplay Engineer

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Austin, TX

Senior Gameplay Engineer with 15 years of experience across console and VR titles, including 5 years as a team lead/manager.

Experience

Lead Gameplay Engineer   2021 - 2026
Meta Platforms - Twisted Pixel Games

- Managed a team of 4 gameplay programmers
    - Mentored reports from mid level into senior positions
    - Provided guidance and assistance for navigating conflicts
- Led a team of 7 programmers, designers, and producers responsible for unique moment-to-moment gameplay for each level
    - Identified and addressed design-related technical concerns and guided development of systems architecture
    - Fostered collaboration with multiple disciplines and improved communication, workflow, and efficiency for all teams involved
- Developed and oversaw base gameplay systems used by engineers, designers, and artists to build content including:
    - Interaction Systems for pickups, attach hands, and generic interactions
    - Data-Driven Material Animation System to create dynamic materials and animate their parameters
    - Base Scripting Systems involving a finite state machine component, event systems, a data-driven action system to allow easy versatile reuse of logic, and base actors to give designers and programmers strong starting points for developing content
- Facilitated communication and training across teams to strategically address dependencies
    - Primary knowledge holder and point of contact for all gameplay systems, entrusted with directing stakeholders to get necessary answers quickly
    - Proactively identified, reported, and mitigated development progress risks, ensuring issues were solved before impacting the project timeline
- Cultivated studio-wide community and productivity through empathetic leadership and teamwork

Senior Gameplay Engineer   **2011 - 2021**
Twisted Pixel Games, LLC

- Worked with a mid-sized team as a core gameplay programmer
- Designed and developed systems for interaction, ui, cinematic scripting, and VO
- Created an in-house engine tool for creating and editing physics assets using PhysX SDK

Skills

- C++, C#, LUA
- Unreal Engine 4

Shipped Titles

Meta | Twisted Pixel Games

- Marvel Deadpool VR (Quest 3), 2025

Twisted Pixel Games

- Path of the Warrior (Quest), 2019
- Defector (Oculus Rift), 2019
- B-Team (Gear VR), 2018
- Wilson's Heart (Oculus Rift), 2017
- Lococycle (Xbox One / Xbox 360), 2013
- The Gunstringer (Xbox 360), 2011

Education

- Full Sail - Bachelor of Science   2006 - 2008
- Purdue University - Bachelor of Science   2001 - 2005